Nicholas Vadivelu

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Experience

NVIDIA • Performance Software Engineering Intern

Aug 2020 - Present

Optimizing sparse BERT inference performance for TensorRT in C++, enabling a potential 50% reduction in inference time, memory usage, and power usage for customers

Uber ATG · Research Intern

Jan 2020 - Aug 2020

- Improved **object detection by 90%** (AP) and **motion forecasting by 22%** (L2) of a self-driving neural net under realistic positional error, significantly improving safety for future riders
- Wrote a first author paper on the learned positional error correction system (accepted at CoRL)

Google Brain • Software Engineering Intern

May 2019 - Aug 2019

- Unlocked K-FAC for over 370,000 users by implementing and open sourcing automatic support for arbitrary neural network architectures and integrating it into the Keras ecosystem
- Enabled simple multi-node, multi-GPU/TPU training for users by incorporating TensorFlow's
 Distribution Strategy and efficient distributed operation placement
- Designed, created, and open-sourced idiomatic, reproducible training recipes for users while carefully considering hyperparameter ranges, baselines, datasets, and models

John Hancock Financial · Data Science Intern

May 2018 - Aug 2018

- Achieved a fraud detection rate of 63% through designing an unsupervised ML model
- Deployed 25 fraud identifying rules in SQL that correctly flagged 100+ out of 20,000+ claims

Sunnybrook Research Institute • Software Developer Intern

Jul 2017 - Aug 2017

Improved MRI segmentation accuracy by up to 80% and reduced time to contour MRI scans from
 ~5 hrs to ~40 mins by implementing techniques including watershed and clustering

Publications

Nicholas Vadivelu, Mengye Ren, James Tu, Jingkang Wang, Raquel Urtasun. Learning to Communicate and Correct Pose Errors. In *Conference on Robotics Learning (CoRL)*, Virtual, 2020

Pranav Subramani, **Nicholas Vadivelu**, Gautam Kamath. Enabling Fast Differentially Private SGD via Just-in-Time Compilation and Vectorization. *In Submission*.

Open Source

PyTorch Ignite: Improved performance by **up to 63%** by designing and implementing **async updates for distributed metrics** with tests and documentation

Projects

Thrive Life Simulator: Created a **3D ray-casting game engine** from scratch for a dinosaur world simulation game in **Java** with **object-oriented design** and detailed documentation

Vim Clone: Recreated the text editor using **object-oriented design** and **C++** best practices, such as implementing the **Model-View-Controller** pattern and extensively using STL functionality

Leadership

Data Science Club Lectures: Designed and presented workshops about neural networks in **TensorFlow**, machine learning in **scikit-learn**, and data cleaning in **pandas** for **300+ students**

WATonomous Design Team: Implemented real-time object detection in Tensorflow, OpenCV

Education

University of Waterloo · Computer Science & Statistics (B. Math)

2017 - 2022

Cumulative GPA: 3.94/4.00 - Dean's List